

# Baseball

Schedules Due .....	January 11, 2010	First Playing Date .....	March 1, 2010
First Practice Date .....	January 18, 2010	* teams may play one pre-season game or tournament	
State Play-offs .....	April 26-May 13, 2010	Last Playing Date .....	April 24, 2010
Student Government Spring Convention .....	March 8 & 9, 2010		

## Rules:

1. National Federation Rules shall be the official rules.
2. Each baseball playing school must be represented at a State Rules Clinic. There is a \$100 fine for failure to attend and the school is prohibited from fielding a baseball team(s).  
2010 STATE RULE CLINICS: Thursday, January 14th at 10:30 AM - SCISA Office  
Thursday, January 14th at 6:00 PM - SCISA Office
3. **Pitching Restriction:** A pitcher may pitch only 10 innings during any three consecutive calendar days. A trip to the mound constitutes an inning. If this rule is violated, the pitcher will be considered an ineligible player therefore the game will be forfeited and the school fined \$100.
4. **Game Time:** The Home Team shall set the time for a game after consulting the visiting team. Games should not begin before 5:00 PM once daylight savings time is in effect. If the two schools cannot agree to a starting time, then the home team may determine that the game is: an afternoon game starting at 5:00 or a night game starting at 6:00.
5. Speed-Up Rules will be used as follows:
  - (1) *The pitcher and/or catcher may have a courtesy runner. The runner must be an eligible substitute. The same runner may not be used for both positions in the same inning.*
  - (2) *Intentional walks will be issued upon request.*
  - (3) *After each out, the ball should go directly to the pitcher.*
  - (4) *The Ten (10) Run Rule in 5 innings are in effect in all SCISA Games.*
6. If a team is 30 minutes late without notification of reason, the umpire will declare the game a forfeit. Fifteen (15) minutes is the maximum warm-up period for a late team.
7. It shall be considered a complete game after either 4 1/2 innings (if the home team is ahead) or after 5 complete innings, if the contest is stopped for rain, darkness... (not for a mechanical problem). If a game is stopped due to weather conditions before the 4 1/2 or 5 inning rule, then a suspended game shall be called. The contest will be resumed from the point it was suspended..
8. A student cannot participate in a JV game and Varsity contest on the same day. Participation is defined as dressed in the team uniform and in the team area or named in the score book.
9. Game Limitation: Teams and players are limited to **26 games**. Contact SCISA with any scheduling concerns.
10. Coaches should carefully review the *Protest* procedures as stated in the Blue Book. If a protest is declared, it must be done so at the time of the play and before the next pitch. The head coach/AD must notify SCISA within 24 hours.
11. SCISA requires that a batter, base runner, student base coach, and on-deck batters to wear a helmet with a facemask.

## Practice:

1. Teams are allowed 12 work-outs from May 31 - July 24, 2010 with the following Closed Periods (July 4-10, July 16 & 17). Sessions are limited to 1 1/2 hours, no more than two times weekly. Camps during this "Open Period" are the exception to the weekly restrictions but each day counts against the total number of work-outs.
2. A coach may work-out (practice) with not more than three (3) players at a time before the first practice date.
3. Conditioning and Weight Programs: conditioning and weight programs are legal throughout the year.
4. See Organized practice rule in Article VII, Section V.

## Officials:

1. SCISAA certified officials must be used in all games. SCISAA assigns two umpires to work all contests.
2. Play-offs: SCISA assigns three umpires to all play-off games.
3. Mark-offs: A school may mark-off up to three (3) officials in any given sport, but only two of these officials may be from the same district. An official who is listed on a school's mark-off list shall not work a contest involving that school regardless of whether the game is a home, away or play-off game. (see Mark-off Form)

## Game Information:

- Length of Game: In the event that a scheduled JV game is followed by a varsity game and less than three (3) hours difference in the scheduled start time exist, the JV game shall be 5 innings and the varsity game will be 7 innings. If three (3) hours or more difference in scheduled start time exists, then both games may be 7 innings.
- Coaches are reminded to be aware of weather conditions. Coaches should carefully review the approved lightning Policy.

**Levels of Competition:** (Note- Students must also meet all other SCISA eligibility standards)

**Varsity Teams:** Eligible students in grades **8-12** may participate in varsity baseball.

*Note: To address player safety, coaches and parents must carefully evaluate the skill level and physical competitiveness of students below the 9th grade before permitting participation on any varsity teams.*

**Junior Varsity Teams:** Eligible students in grades 6-10 may participate in junior varsity baseball.

*Note: To address player safety, coaches and parents must carefully evaluate the skill level and physical competitiveness of students below the 9th grade before permitting participation on any junior varsity team.*

**B-Teams:** Eligible students in grades 5-8 may participate in B-Teams baseball.

*Note: To address player safety, coaches and parents must carefully evaluate the skill level and physical competitiveness of students below the 7th grade before permitting participation on any B-Team.*

### **Home Team Responsibilities:**

#### 1. **Event Security/Game Management:**

- A. A **Designated Representative** is required of both teams (see Article XIII, Section V). He/she shall be introduced/identified to the referee prior to the game and introduced by the PA during pre-game announcements.
- B. **Uniformed Police Officer:** SCISA does not require the use of a uniformed police officer at baseball games. Each school should carefully examine plans for event management and security. The Home Team is in charge of spectators and game events.

#### 2. **Playing Field:**

- A. The Home Team shall provide a safe playing field which meet regulations. Fields may be inspected upon request prior to the start of a series. Conditions such as lighting, pitcher's mound, field playability, may cause a change in location or starting time.
- B. The Home Administration is responsible for deciding if weather conditions are unfavorable (under normal weather conditions) or if the field is unplayable. If this determination is made, the visiting team, the SCISA Office, and the officials must be notified. If the officials are not notified before they leave, they must be paid mileage. The game should be rescheduled for the next playable day.

#### 3. **Public Address Announcer:** The public address announcer is a vital member of the game management team. He or she should be provided with at least the following guidelines:

- A. All Public Address Announcers should begin all athletic contests with a welcome and a sportsmanship statement.
- B. Introduce each school's Designated Representative and inform the audience that if called upon, he/she will be assisting game management with safety and sportsmanship rules.
- C. The Public Address Announcer must be aware that in the event of an emergency (such as dangerous weather) that he/she will be the primary source of information and will be called upon to provide instructions/directions.
- D. The Public Address Announcer must maintain a professional posture, **showing the same amount of enthusiasm and excitement for Both Teams**. Please remain "unbiased and neutral". A public address announcer is not a "color" commentator. We acknowledge that there will exist some "home flavor" but the accomplishments of all of the children playing should be recognized.

#### 4. **Reporting Game Results:** The Home Team shall report the game results to the news media.

### **Coaching Notes:**

1. Sportsmanship: What you permit, you promote! Coaches must emphasize and promote good sportsmanship and fair play according to the rules.
2. Coaching requirement: the head coach must be CPR certified.
3. Coaches should report their region standing each Monday throughout the season by fax or e-mail to their region chair.

**Tie Breakers:** Regions shall use the following system to break ties in standings:

1. In a two-way tie, compare Head-to-Head. If they split, then a play-off game will be played.
2. In case of a three-way or more, a point system will be used. A team will receive 10 points for a region victory plus 1 point per margin of victory up to 5.

### **Play-off Notes:**

- Opening round & quarter-final DH's. The "higher" seed will host the opening rounds, first day Double Header. The lower seed will host the "If" game the next day. A "lighted" field for the DH is required without mutual consent of an early start time.
- DH = All games are 7 innings. All speed-up rules apply.
- Game Time: If the two schools cannot agree to a start time then, the host school may declare the contest an afternoon game: 5:00, or a Night Game 6:00 (single game). Typical start time for a DH 4:00 & 7:00.
- The host school is responsible for game expenses and the visiting team is responsible for their travel expenses. If a gate is collected, then a Play-off Financial Statement must be completed and SCISA shall receive 30 % of the gross gate.
- *Special pitching restriction for rounds 1 & 2 (scheduled double-headers only): 8 innings in two consecutive days.*
- In case of rain, the game will be played the next playable day. Note that the next round of the play-offs will not be pushed back due to one rain-out.